

Item: \_\_\_\_\_  
Fiscal Impact: \_\_\_\_\_ None \_\_\_\_\_  
Funding Source: \_\_\_\_\_ N/A \_\_\_\_\_  
Account #: \_\_\_\_\_ N/A \_\_\_\_\_  
Budget Opening Required: ☐

**ISSUE:**

Adopt a policy for reviewing and accepting/rejecting Permanent Monuments for placement in City parks and other City owned public facilities.

**SYNOPSIS:**

The City has and will receive requests for placement in parks and other publicly owned facilities of monuments of varying types and sizes honoring groups and individuals. Currently, no review procedure or evaluation criteria exists to guide the City in the review of this type of proposal. No policy exists to guide an individual or group wishing to provide a monument to the City outlining what is an acceptable permanent monument.

The proposed policy establishes two review boards, one for Parks and one for other City properties. Boards are comprised of the City Manager, Department Head, City Council members and at-large members. Criteria is set forth in the policy for each Board to use in reviewing monument proposals which allow it to determine compliance with the City's Mission Statement. Both Review Board's accept applications for monument placement and review each proposal applying the established criteria to determine acceptability.

**BACKGROUND:**

The City recently received a request to include a soldier's monument in one of our parks. While the proposal seemed reasonable and genuine, there was no vehicle in place to allow or disallow the proposal.

Additionally, there has been recent case law outlining what municipalities can allow in parks, and what they must do to properly review and provide a determination regarding acceptability of monuments. The Lehi case was used as a guide in developing this City policy.

**RECOMMENDATION:**

Adopt the proposed monument policy establishing two review boards, a City Mission Statement, application review procedure, and project review criteria for permanent monuments on City property.

**SUBMITTED BY:**

Kevin Astill/Gregg Cudworth